

GAME INSTRUCTIONS

AGES

8 and up

PLAYERS

2 Teams (2 to 6 players)

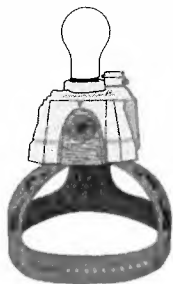
Is it easier to answer a trivia question or stuff a pig up a giant green nose? You make the decision in Nickelodeon's Double Dare Game! The fun and excitement of the hit TV show you can now play anytime!

CONTENTS

(Not to Scale)



1 - Physical Challenge Bib w/Challenge Hands



1 - Brain Washer Timer



1 - Label Sheet



1 - 3-D Game Board



2 - Movers



52 - Trivia Cards



30 - Physical Challenge Cards



1 - Green Nose



3 - Orange Cones



3 - Sponge Pigs



1 - Green Half Pipe Guide



1 - Green Half Pipe Stop



1 - Yellow Half Pipe



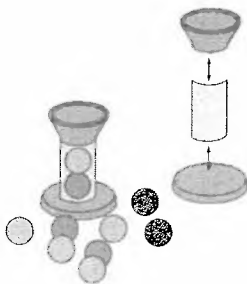
4 - Green Disks



1 - Orange Shuffle Board Stick

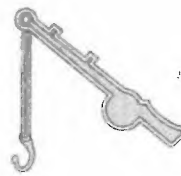


1 - Orange Task Tower



1 - Game Cup: Orange Game Cup Base, Clear Tube and Funnel

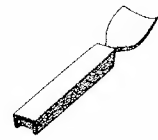
10 - Balls



1 - Green Fishing Pole



1 - Yellow Golf Putter

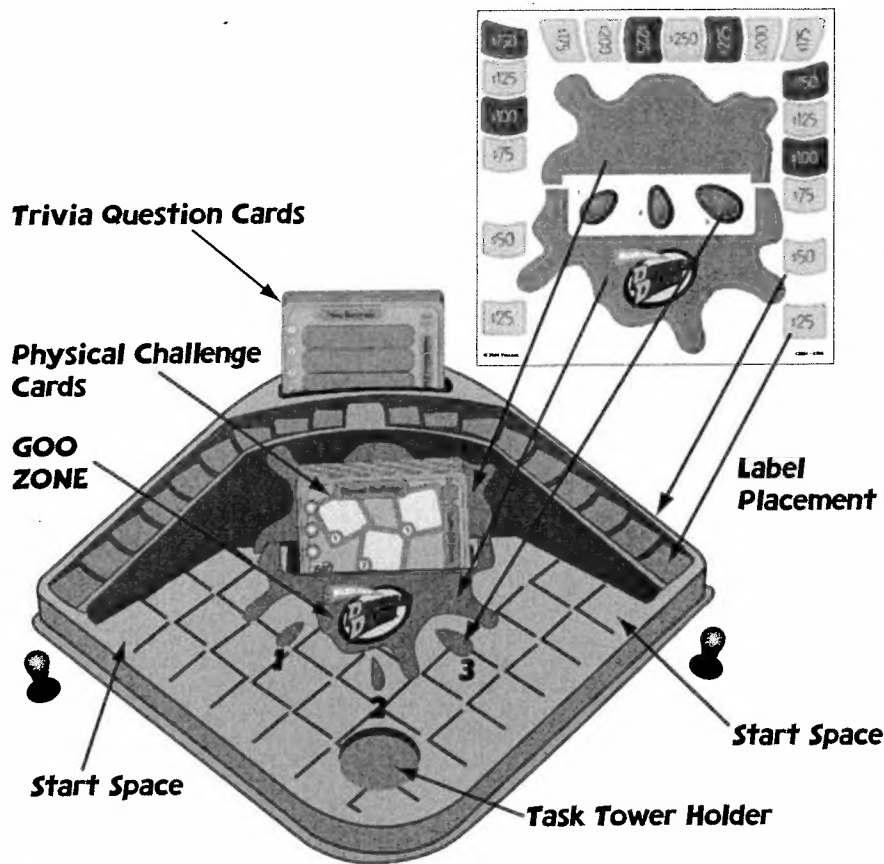


1 - Yellow Shovel

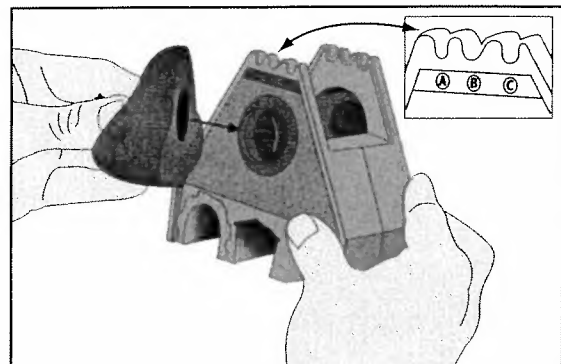
(Kitchen bowl and water needed for game play but not included)

Please remove all components and compare them to the content list. If any items are missing, please call 1-800-524-TOYS.

Game Assembly

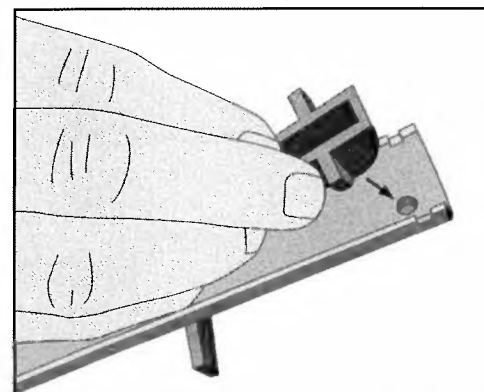


Nose To Tower Assembly



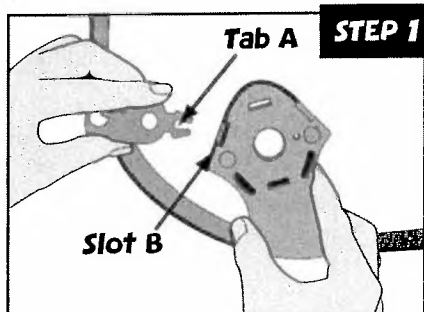
Plug nose onto end of the clear tube.

Launcher Assembly (When Needed)

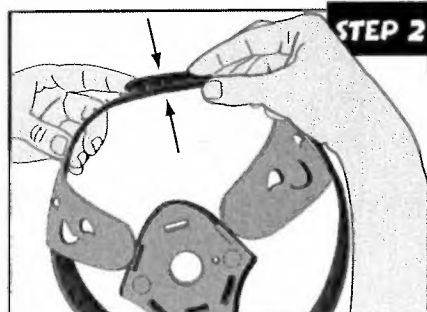


Snap green half-pipe guide or stop into yellow half pipe.

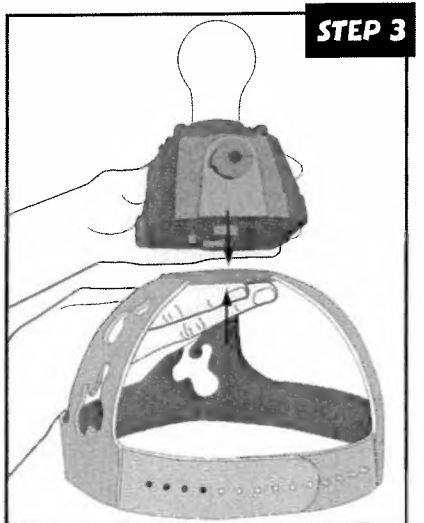
Helmet/Brain Washer Timer Assembly



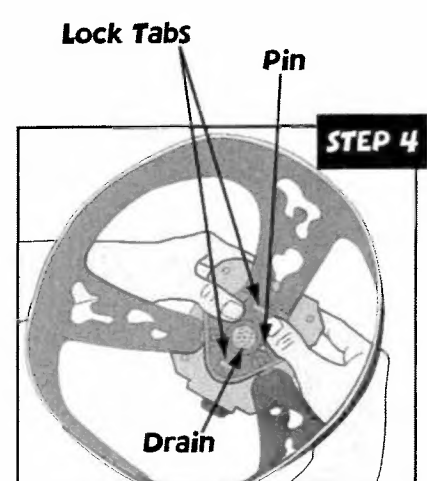
Insert tab "A" into slot "B". Repeat on other side.



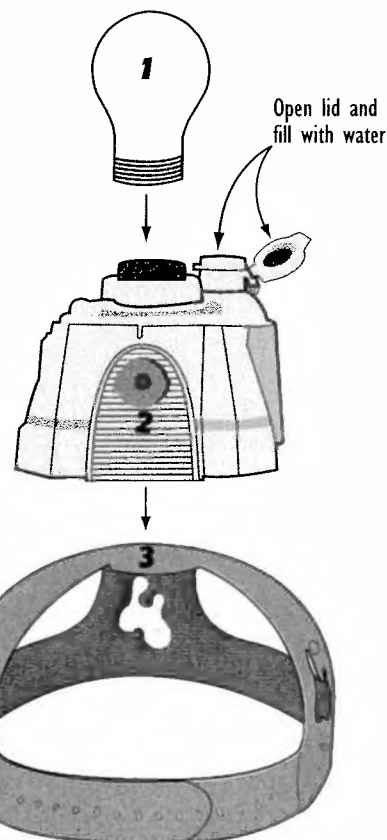
Adjust helmet strap like a baseball cap. Snap into place.



Align Brain Washer with helmet strap.



Align Brain Washer and lock tabs. Snap helmet strap onto guide pin and lock tabs.



Connect the 3 sections of the Brain Washer Timer as shown in the diagram.

OBJECT OF THE GAME

The first team to reach the \$250 spot on the top step by answering Trivia questions and completing Physical Challenges wins the game.

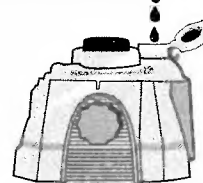
NOTE: Money referenced in this game is a score-keeping device only.

GAME PLAY

READY!

1. Separate the Trivia Cards (red) and the Physical Challenge Cards (blue) and then shuffle each deck. Place the Trivia Cards in the slot at the top of the Cash Steps on the 3-D Game Board and place the Challenge Cards in the lower slot in the Green Goo Zone. (See Game Assembly on previous page)
2. Open the Brain Washer Timer's lid and fill it with water. If water drains, reset the timer.
3. Each Team chooses a colored mover to represent their "Team" and places it on the Start Space. (See Game Assembly on previous page)

Fill with water



SET!

To see who plays first, teams must compete in a Physical Challenge. (See below for Physical Challenge instructions.)

1. Draw one Physical Challenge card from the back of the deck and read it out loud to both teams. Each team then chooses one member who will attempt to complete the challenge.
2. Each player will take turns trying to complete the challenge while wearing the Brain Washer Timer. The team whose player completes the challenge before time runs out is the winner and gets to go first. If there is a tie the team with the youngest player goes first.

GO!

Now you are ready to begin the game.

1. The team that will go second (Team B) draws a Trivia Card from the front of the deck and without looking at the answer selects any question from the card and reads it out loud to Team A who will go first.
2. If Team A answers correctly they move up one step; Team B draws another card and asks Team A another Trivia Question. A team may continue to answer Trivia questions until they do not answer correctly.
3. If Team A does not answer correctly they must move backward one step and play passes to Team B with Team A asking the questions. If your team is not on a step yet and you answer incorrectly stay where you are.

DARE AND DOUBLE DARE!

DARE

1. If Team A chooses not to answer a Trivia Question, they may **DARE** Team B team to try and answer the question. (Note: A team only **moves back a space** if they incorrectly answer a question).
2. If Team B takes the DARE and correctly answers the question, Team B may **move up one step** and then may go again. If Team B does not answer correctly they must **move back one step**. If the team is not on a step yet, they remain where they are.
3. If Team B chooses not to answer a question, that team may **DOUBLE DARE** Team A to answer the question.

DOUBLE DARE

1. Team A may either choose to answer the question or take a Physical Challenge.
2. If Team A chooses the question and answers it correctly they may **move ahead two steps** and go again. If they answer incorrectly they must **move back two steps** and it is now Team B's turn.
3. If Team A chooses to take the Physical Challenge, they must **draw** a Physical Challenge card and pick one of their team members to **complete the challenge**.
4. If the challenge is completed before the timer runs out, Team A **moves ahead two spaces** and is asked another Trivia question.
5. If the challenge is not completed, Team A's mover remains where it is and play passes to Team B.

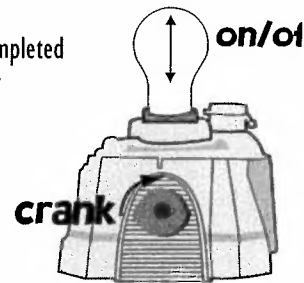
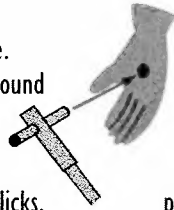
BONUS STEPS

The red \$100, \$150 and \$225 steps on the game board are Bonus Spaces. This means that each time you land on one your team has to complete a Physical Challenge. Select a Physical Challenge card instead of a Trivia card and follow the instructions.

PHYSICAL CHALLENGES

Physical Challenges are performed using the Challenge Bib, Challenge Hands and Brain Washer Timer.

1. Select a Challenge Card from the back of the deck. Read the challenge to your team out loud and show them the picture on the card. Return the card to the front of the deck with the picture side facing out.
2. Set up all the equipment you will need to complete the challenge. how the Challenge should be performed) Put the Challenge Bib around your neck using the Velcro fastener. If the Challenge requires special tools insert them into the puppet hands.
3. Turn the Brain Washer Timer off and fill it with water. Note: To turn the timer knob in a clockwise direction until it stops. If the timer clicks, turn the Brain Washer Timer off, push the light bulb down and turn press the bulb again to turn it off.
4. Wind the timer arrow on the front of the helmet in a clockwise direction until it stops. Place the helmet on your head, securing it under your chin.
5. When you are ready to begin the Challenge, press down on the light bulb and the timer will start to tick. You now have **60 SECONDS** to complete your challenge.
6. When you have completed the Challenge press down on the light bulb to stop the timer and stay dry. If the Challenge is completed successfully, your team **moves up two spaces**. If you do not complete the Challenge and your brain gets washed! **Play passes to the other team**.



PHYSICAL CHALLENGE TIPS

- Play on a flat level surface.
- Your fellow team members may help you in resetting fallen game pieces.
- When using the fishing pole, putter or shuffleboard stick, insert the stick into only one hand. You may choose right or left depending on your preference.
- You may use the edge of the table, the side of the 3-D Game Board and the Challenge Hands to assist you in completing the Challenge. You may not use your own hands.
- When you are performing a Physical Challenge that uses the Nose attached to the task tower, plug the task tower into the round recess in the 3-D Game Board. This will help stabilize the Nose and make the Challenge easier to complete. (See **GAME ASSEMBLY** Diagram)
- When performing a Physical Challenge that uses the balls, place them on the 3-D game board to keep them from rolling away.
- When playing as a team, take turns with your team members to complete the physical challenges.
- You only have **60 seconds** to complete a Physical Challenge. Remember to rewind crank before performing each Physical Challenge.

WINNING THE GAME

The first team/player to land on the top \$250 step is the winner.

CAUTIONS

- 1- Only use water in Brain Washer.
- 2- Protect playing surfaces that may be damaged by water.
- 3- Drain, rinse and dry all items before storing them.
- 4- Overfilling of reservoir may cause leaking.
- 5- Do not iron on the bib.

WARRANTY

2 YEAR LIMITED WARRANTY

Mattel, Inc. warrants to the original consumer purchaser that this product will be free of defects in material or workmanship for two years (unless specified in alternate warranties) from the date of purchase. If defective, return the product along with proof of the date of purchase, postage prepaid, to Consumer Relations, 636 Girard Avenue, East Aurora, New York 14052 for replacement or refund at our option. This warranty does not cover damage resulting from unauthorized modification, accident, misuse or abuse. In no event shall we be responsible for incidental, consequential, or contingent damages (except in those states that do not allow this exclusion or limitation). **VALID ONLY IN U.S.A.** This warranty gives you specific legal rights and you may also have other rights which vary from state to state. Some states do not allow the exclusion of incidental or consequential damages, so the above exclusions or limitations may not apply to you.

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